

# HOW TO DRAW AND COMPLETE IMPOSSIBLE MAZES

by Robert K. Stevenson, N.D.



START

- \* Shows you how to both draw and complete Impossible Mazes!
- \* Develops your creativity and ability to persevere!
- \* Contains many Impossible Mazes!
- \* Uses NEW type of solution pages!

END



Copyright © 1981 by Robert K. Stevenson

All rights reserved.

ISBN 0-9606252-1-6

First Printing: June, 1981

Revised Edition: January, 2010

By the same author:

*Backwards Running*

*The Golden Era of Preventive Medicine*

*The Super Mental Training Book*

*Reminiscences of a Frequenter to the 1878-1881 Meetings  
of the Anthropology Society of Paris*

No part of this book may be used or reproduced in any manner without permission except in the case of brief quotations embodied in critical articles and reviews.

Created in U.S.A.



The author, Dr. Robert K. Stevenson (above), works hard at completing an **IMPOSSIBLE MAZE**.

You will be enormously entertained by this remarkable book. Dr. Stevenson, one of the world's leading advocates of self-development:

- 1) shows you how to draw and complete Impossible Mazes;
- 2) challenges you to complete the various Impossible Mazes contained in this book.

By following Dr. Stevenson's advice, your creativity and ability to persevere will improve. You will also enjoy lots of fun in the process.

**How to Draw and Complete Impossible Mazes** is the complete maze book. It's new; you'll like it. Try it today!

## PREFACE

*I have drawn mazes since I was in junior high school. It's an activity which has always given me tremendous pleasure. In fact, I enjoy drawing my own mazes much more than trying to figure out someone else's maze. There's a good reason for this. Science shows that the act of drawing stimulates and develops the right hemisphere of the brain. Some of the thought processes which the right hemisphere of the brain specializes in include: pattern recognition, holistic reasoning, and forming ideas; these are the abilities you use when you create your own maze or do anything else creative. By contrast, modern education emphasizes rational activities such as math and reading, which are left hemisphere functions. The long run result is that Mankind is the loser. All Progress originates from an initial idea, and that idea usually comes from the right hemisphere of some person's brain. If, thanks to modern education, the right hemisphere of that hemisphere's brain remains relatively undeveloped, the idea will probably never originate. This book represents a useful step towards correcting the errors of modern education. It will stimulate the right hemisphere of your brain, and hopefully launch you on a quest toward developing your full creative potential.*

*Through my years of maze drawing I have perfected certain principles of how to draw and complete a difficult maze—what I call an impossible Maze. Few other people really know these principles. This is evidenced by looking at other maze books currently available. The mazes in these books are simple, the decoys obvious. Plus, these books sharply restrict your participation; your only task is to try to figure out the unchallenging mazes presented. In short, the maze books now in print offer little sense of accomplishment.*

*My purpose in this book is to change all this. I want to challenge you, get you involved! I'll share with you my successful principles about how to draw and complete Impossible Mazes. Then, you'll find 5 Impossible Mazes to test your new knowledge about how to complete Impossible Mazes. Next and most importantly, I encourage*



you to take a white piece of paper and draw your own maze; you may choose to draw your own maze on your computer, using appropriate drawing software, but you will probably discover that you have much greater control in drawing a maze by using a pencil or pen than in using a computer mouse. Hopefully, in drawing your maze you will apply the principles you've already learned about how to draw impossible Mazes, but if you want to experiment on your own, that's OK, too.

You will notice that each Impossible Maze is first presented in a normal black or red lines on a white background manner, and then is presented again but with the maze lines and tunnels embodying complementary colors. By wearing 3D glasses these latter mazes take on a psychedelic appearance and will be more difficult to solve. You will also see that after each of the first four mazes a solution page containing only the correct trail appears. This is because it's too tempting to look at a solution page which contains the entire maze. Maze players often get lazy and peak at the answer before they've finished the maze when they know such a solution page exists. The solution pages in here do not reward the peeker; instead, they encourage you to persevere. If you really want to know if you've completed one of the Impossible Mazes correctly, print out the solution page, most preferably on tracing paper, and place it over the corresponding Impossible Maze that you've also printed out. Preferably use tracing paper as well to draw the solutions to the mazes you have created yourself.

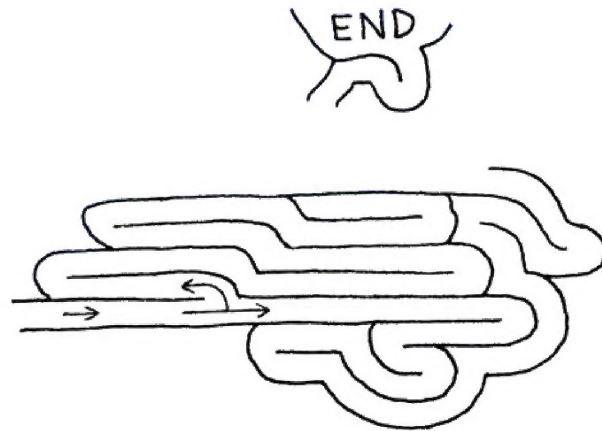
You now have before your eyes a book which will provide you countless hours of entertainment. You can draw your own Impossible Mazes and on separate pages their solutions. This allows you to give your friends and relatives the mazes you've created, and see if they can't figure them out! However you use this book, though, I hope you totally enjoy exploring the absorbing pastime of Impossible Mazes.

*Robert K. Stevenson, N.D.*

## HOW TO DRAW AND COMPLETE IMPOSSIBLE MAZES

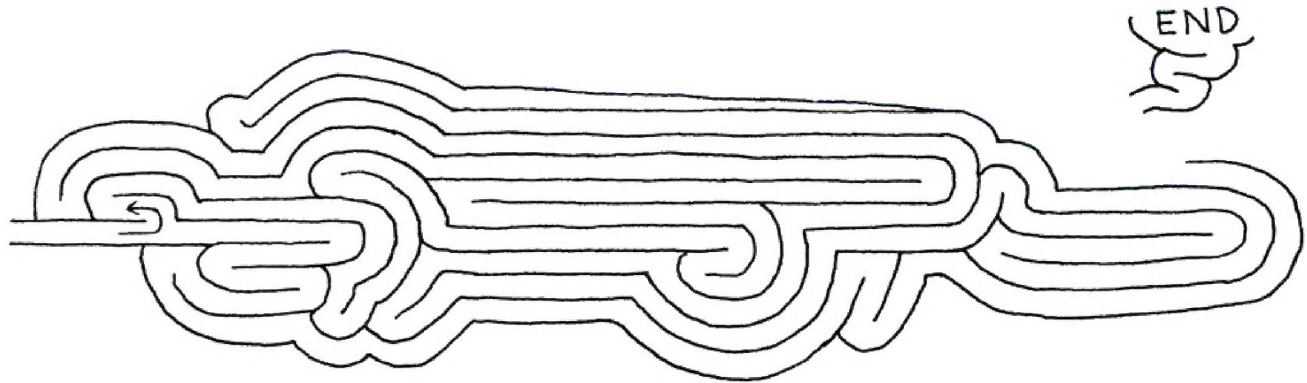
### *Ways to Draw an Impossible Maze*

*1. Make what seems to be an advance a dead end.  
Example:*



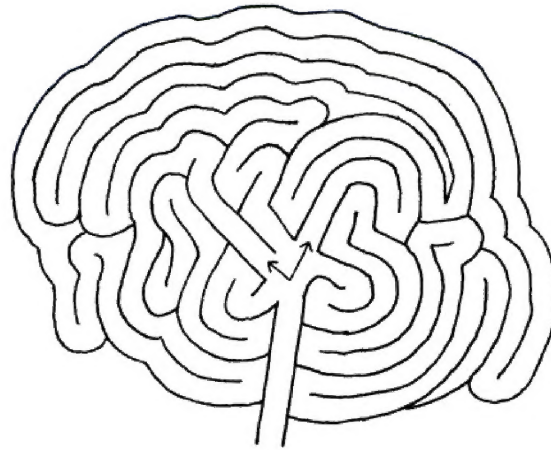
Most people take the topside turnoff rather than continuing straight ahead. The topside turnoff seemingly leads the player closer to the end, and this never fails to raise false hopes. But, as is often the case, appearances can be deceiving. The straight ahead tunnel, which doesn't look that promising since it backtracks or retreats at first, eventually outflanks the topside turnoff (which dead ends). The straight ahead "retreat" turns out to be the true advance.

## *2. Draw super long dead ends. Example:*



*The topside turnoff goes on and on and on. Finally, it dead ends, forcing the maze player to backtrack a very long time just to get back to the original decision point. This saps the player's concentration and really wears him out. If you create enough super long dead ends, and the player falls for a good percentage of them, he will probably admit defeat on the maze.*

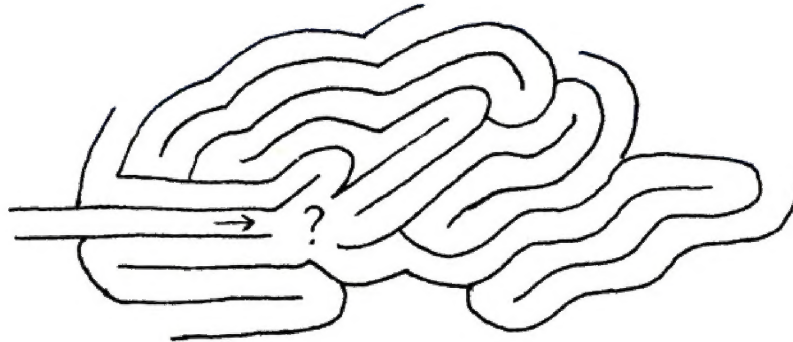
*3. Draw closed loops to confuse the player.  
Example:*



*Most players who chance upon a closed loop wonder if they traced the tunnel wrong, and so will retrace the route to make sure. This, of course, takes time. A complex closed loop can destroy a player's confidence more than any other decoy. While it's true that the player tracing a closed loop isn't going backwards, it's equally true that he's not going anywhere.*

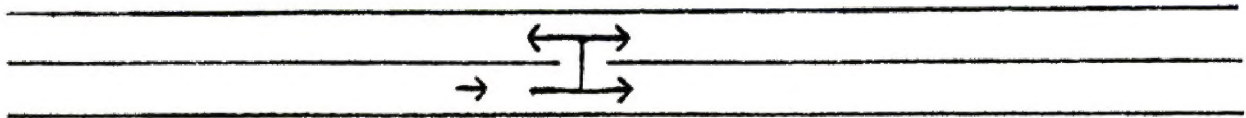


*4. Draw several alternative turnoffs at once.  
Example:*



*Here the player is confronted with five turnoff tunnels to choose from—a dreadful situation. The player realizes that conceivably it could take all day before he chooses the right tunnel. So, the choice is either to give up right now, or plunge ahead and probably waste an enormous amount of time trying to figure out which is the right tunnel.*

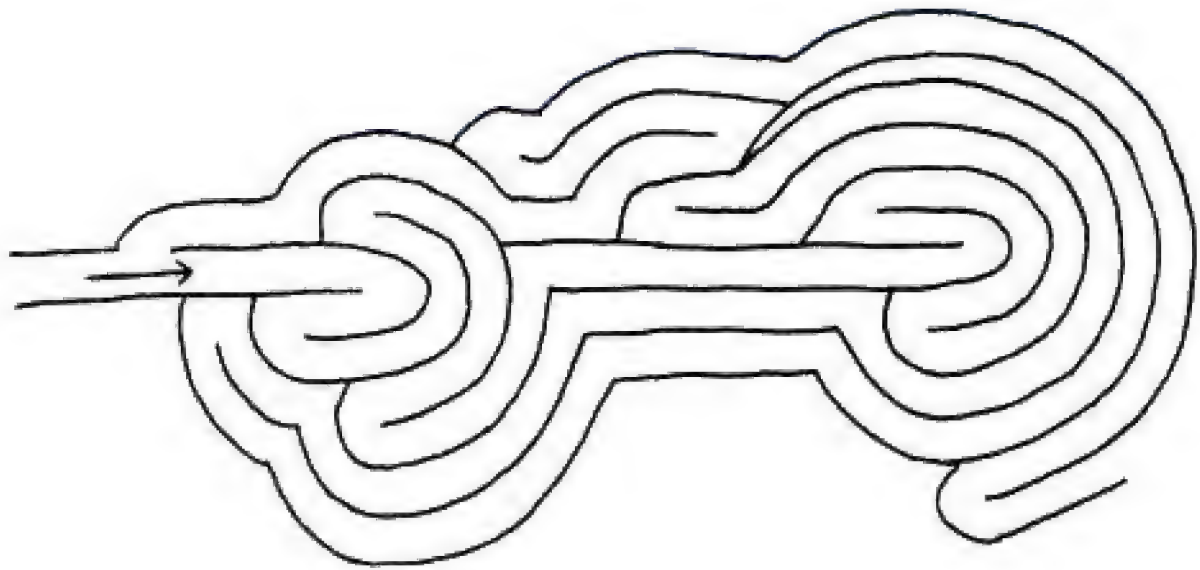
*5. Draw noncommittal turnoffs. Example:*



*The topside turnoff presents no clue whether it's an advance or not. It's simply a tunnel in which the player can go in two directions parallel to the original tunnel. The player therefore has three choices, none of which are attractive.*



*6. Taper your dead ends. Example:*



*The straight ahead route eventually dead ends, but you don't realize this until the last moment. Unlike other dead ends, tapered dead ends can't be seen a mile away. Instead, they sneak up on you, adding to one's exasperation.*

## **Ways to Complete an Impossible Maze**

*The most effective way to figure out an Impossible Maze is to start from the End and work towards the Start. In other words, work the maze backwards. Mazes are usually constructed under the assumption that the player will work it forwards, not backwards; decoy routes are therefore set up with this in mind. All this becomes quite apparent when you work a maze backwards. Decoy routes give themselves away much more obviously; you can tell much sooner whether you're advancing or not. If not, you'll be merely backtracking, which you'll notice almost immediately—this being so since the decoy was created for players coming from the opposite (forwards) direction.*

*If you work a maze backwards, you should only require 1/10th the time to figure it out. As a last resort, working backwards is the best strategy. But, you should do this only as a last resort. Otherwise, the maze won't present much of a challenge.*

*The other ways to complete an Impossible Maze are well known to maze players. Mark down with a pencil the correct route as you go along. By doing this, you won't lose your place and have to start over again.*

*Maintain an open mind. Quite often the "obvious" and "right route" turns out to be a decoy, while the "low percentage route" proves to be the correct trail. So, consider all options. After all, a maze is meant to be tricky.*

*Finally, don't give up. When working an Impossible Maze, it's natural that you'll choose wrong routes, and sometimes be made to feel ridiculous. This happens all the time even to the best maze players. So, don't let mistakes get the better of you.*

*Remember: Perseverance is the worst enemy of Impossible Mazes.*

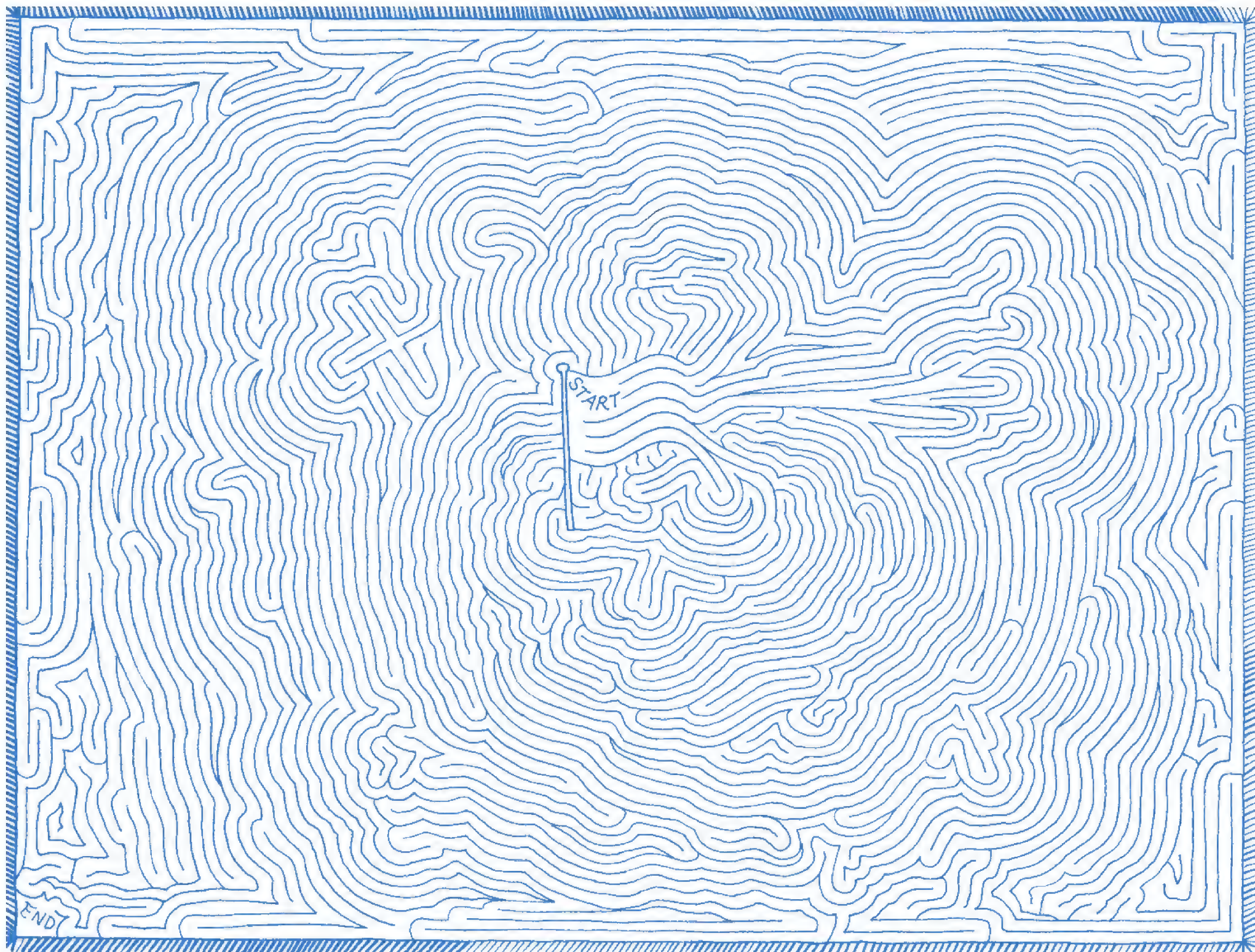


# IMPOSSIBLE MAZES

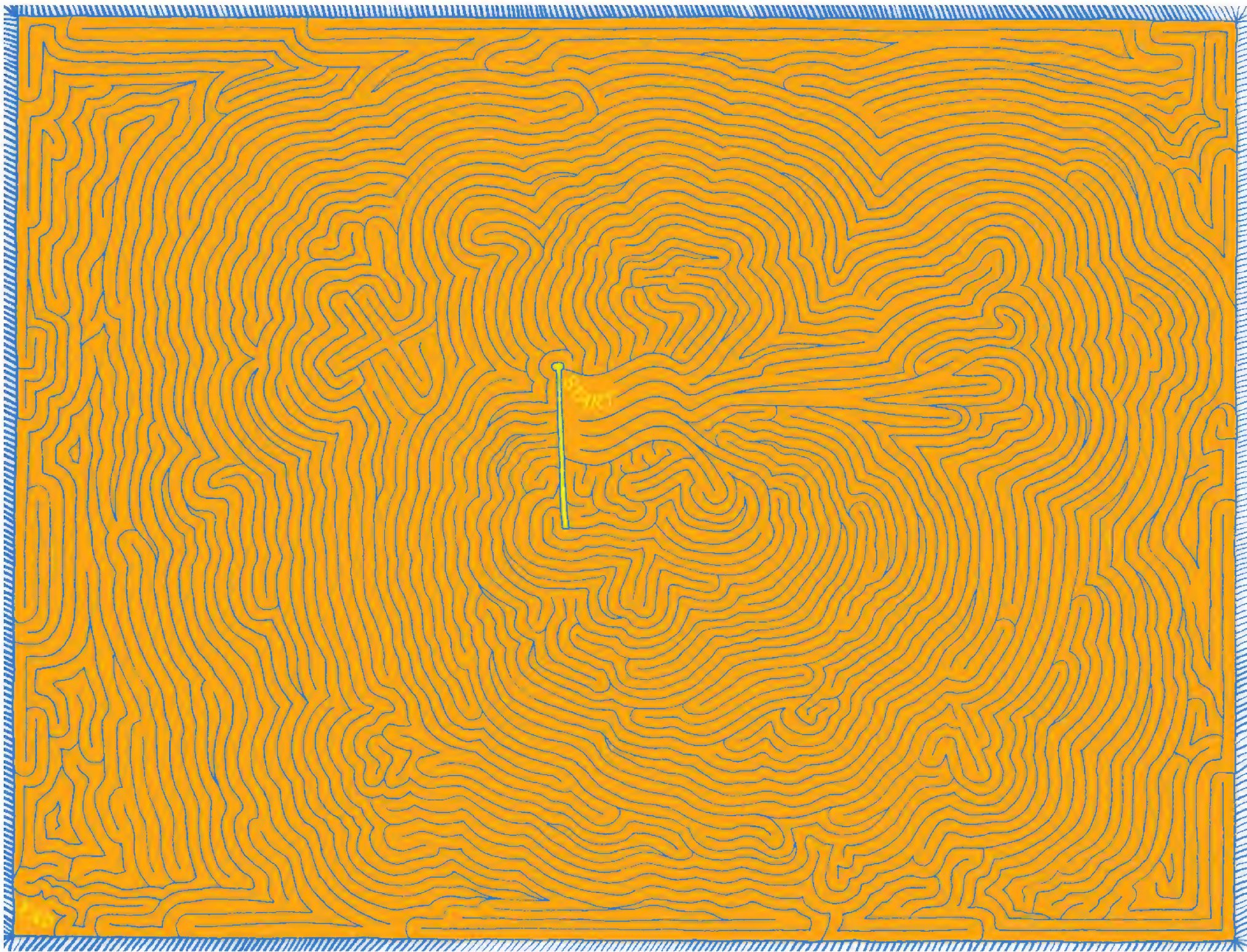
## Maze #1

“Start and Stripes Forever”

Do not allow your spirits to flag  
while attempting this  
Impossible Maze.  
By persevering you  
will prevail.









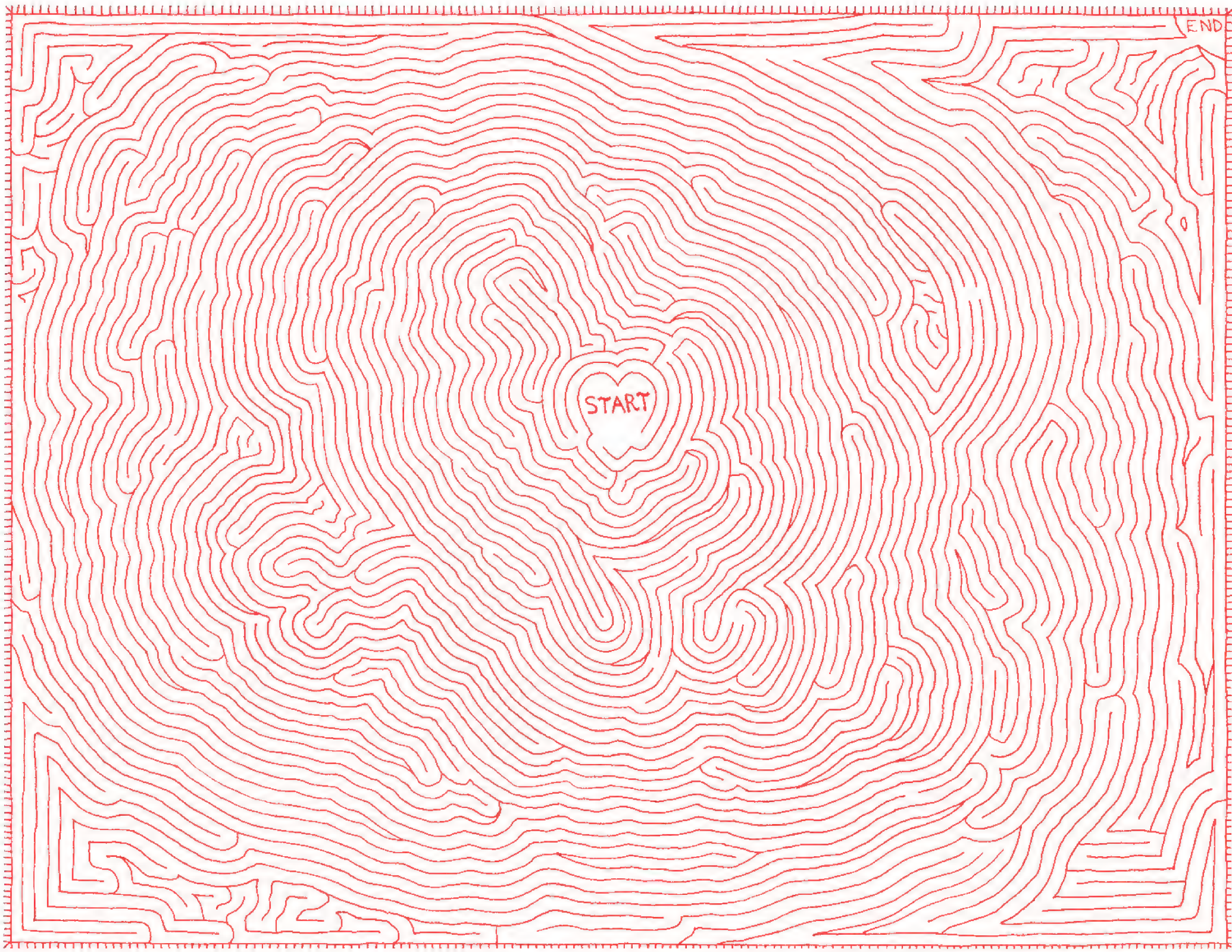




# Maze #2

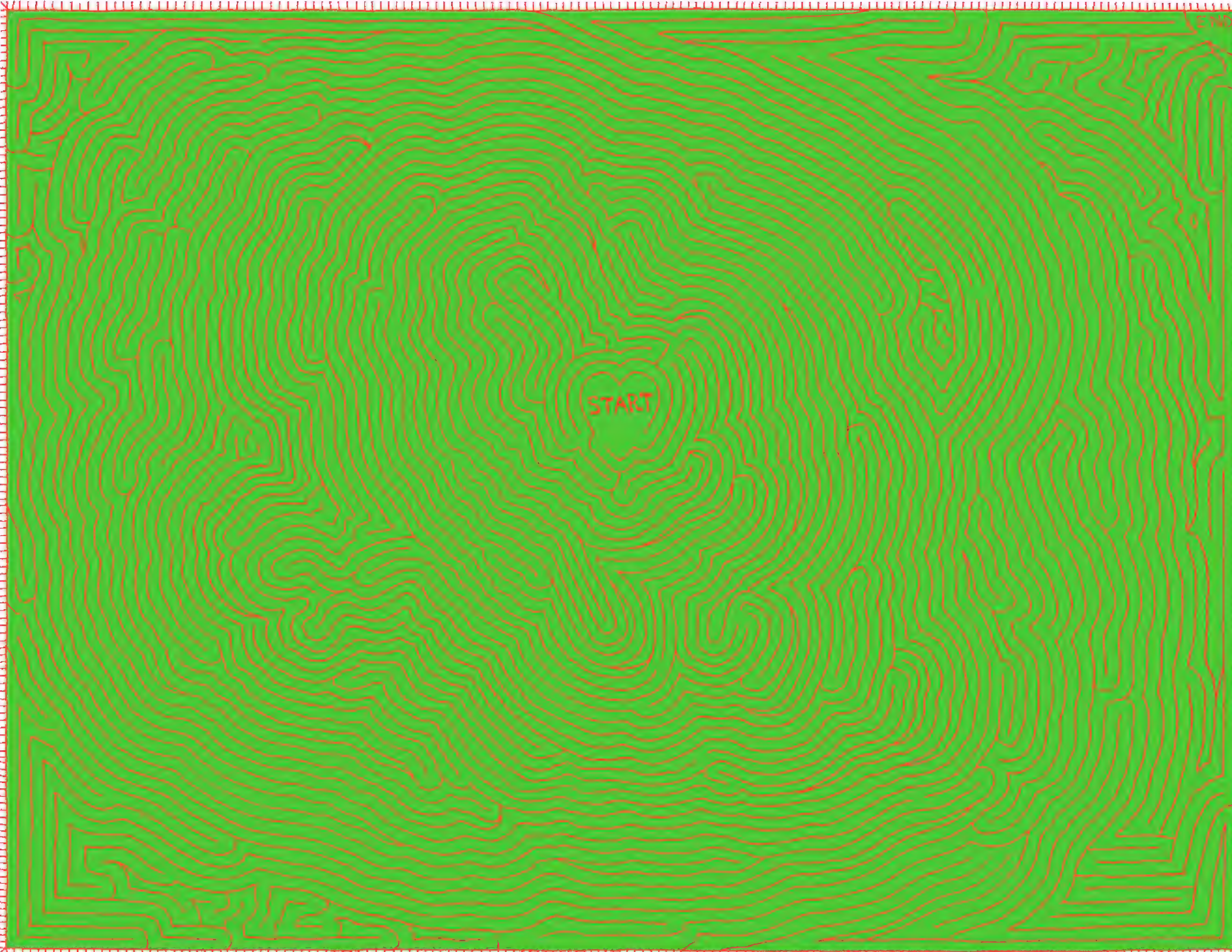
“Heartless”

You don't get any breaks  
in this Impossible Maze.  
So, have fun!





START





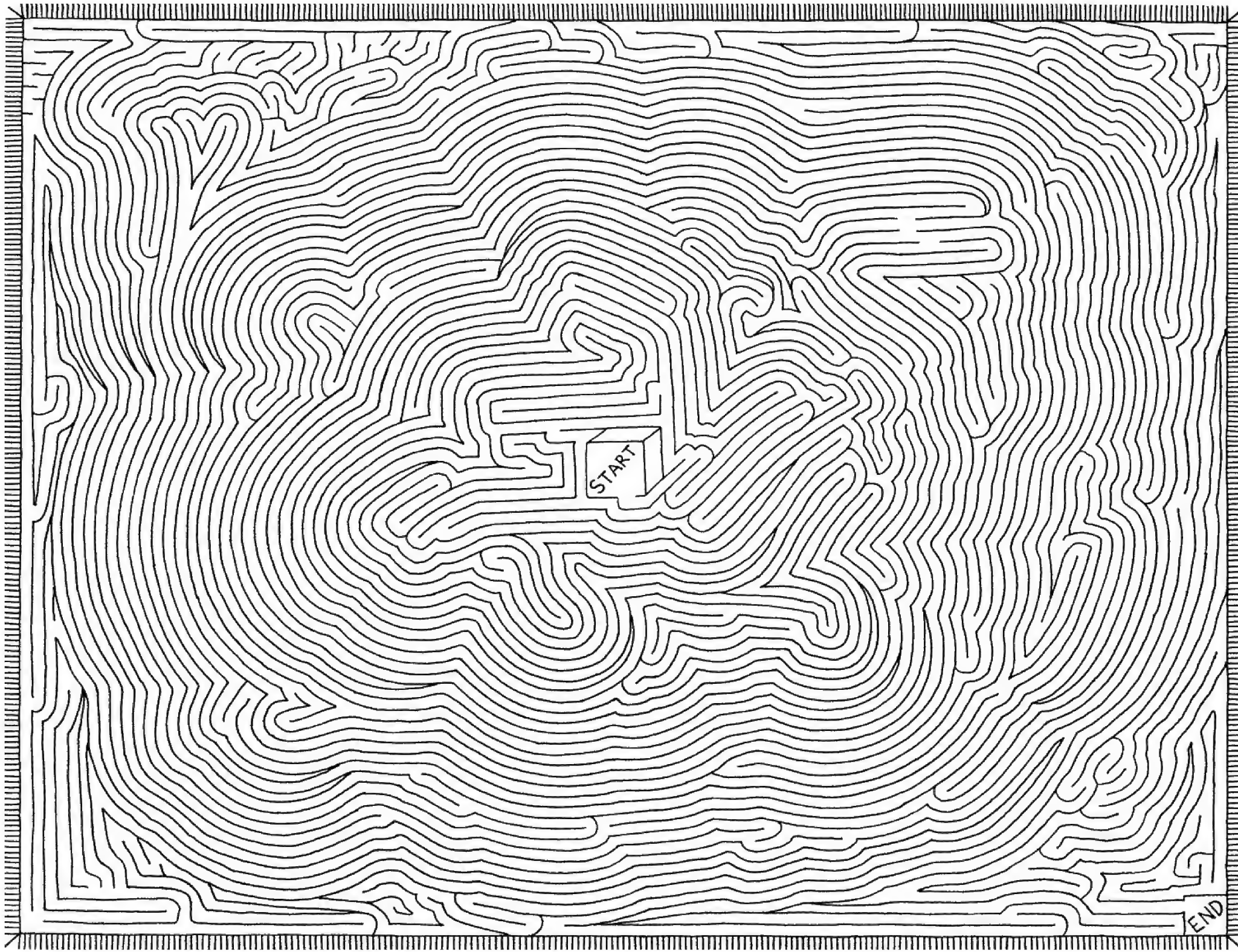




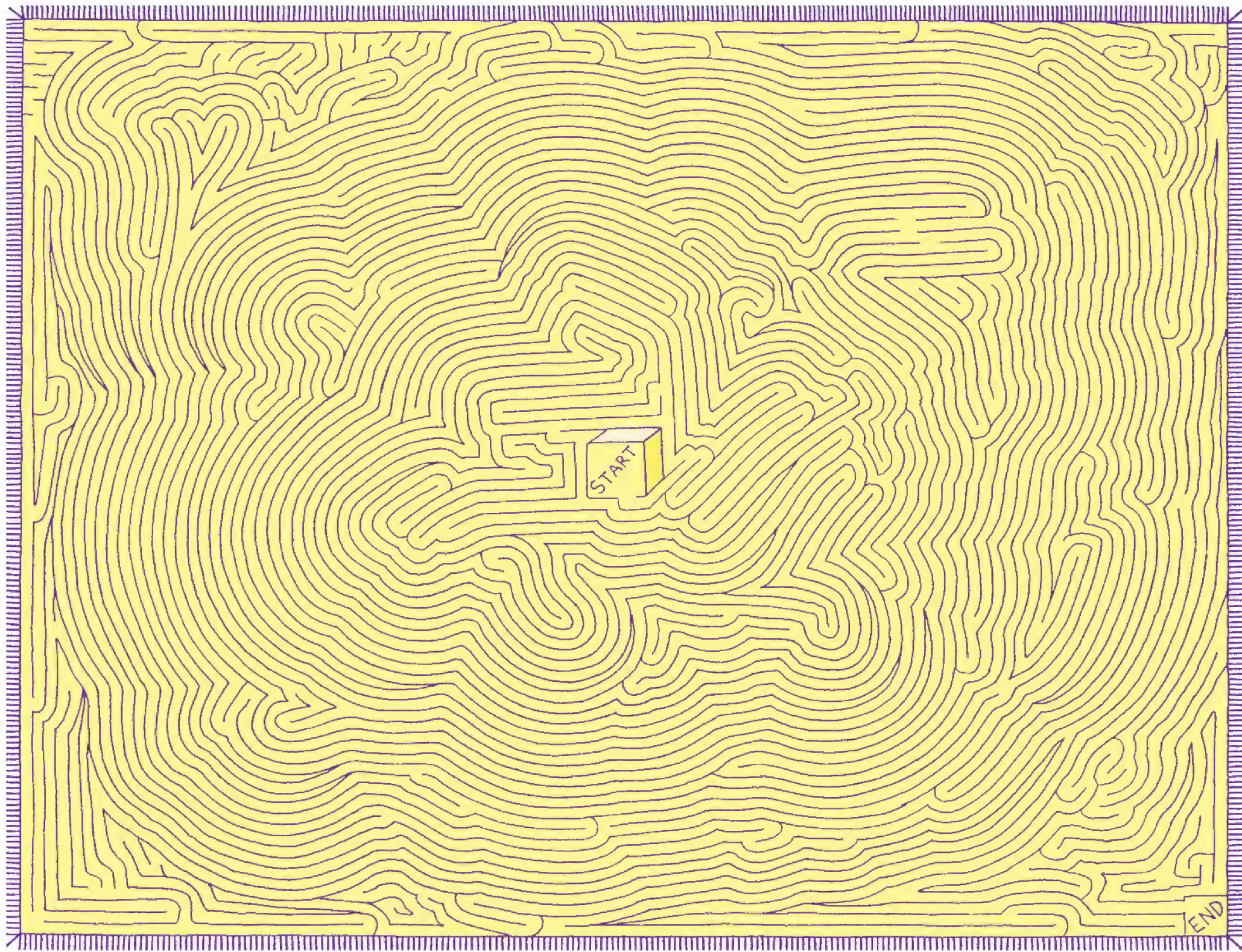
# Maze #3

“Boxed In”

A very clever Start  
characterizes this  
Impossible Maze.









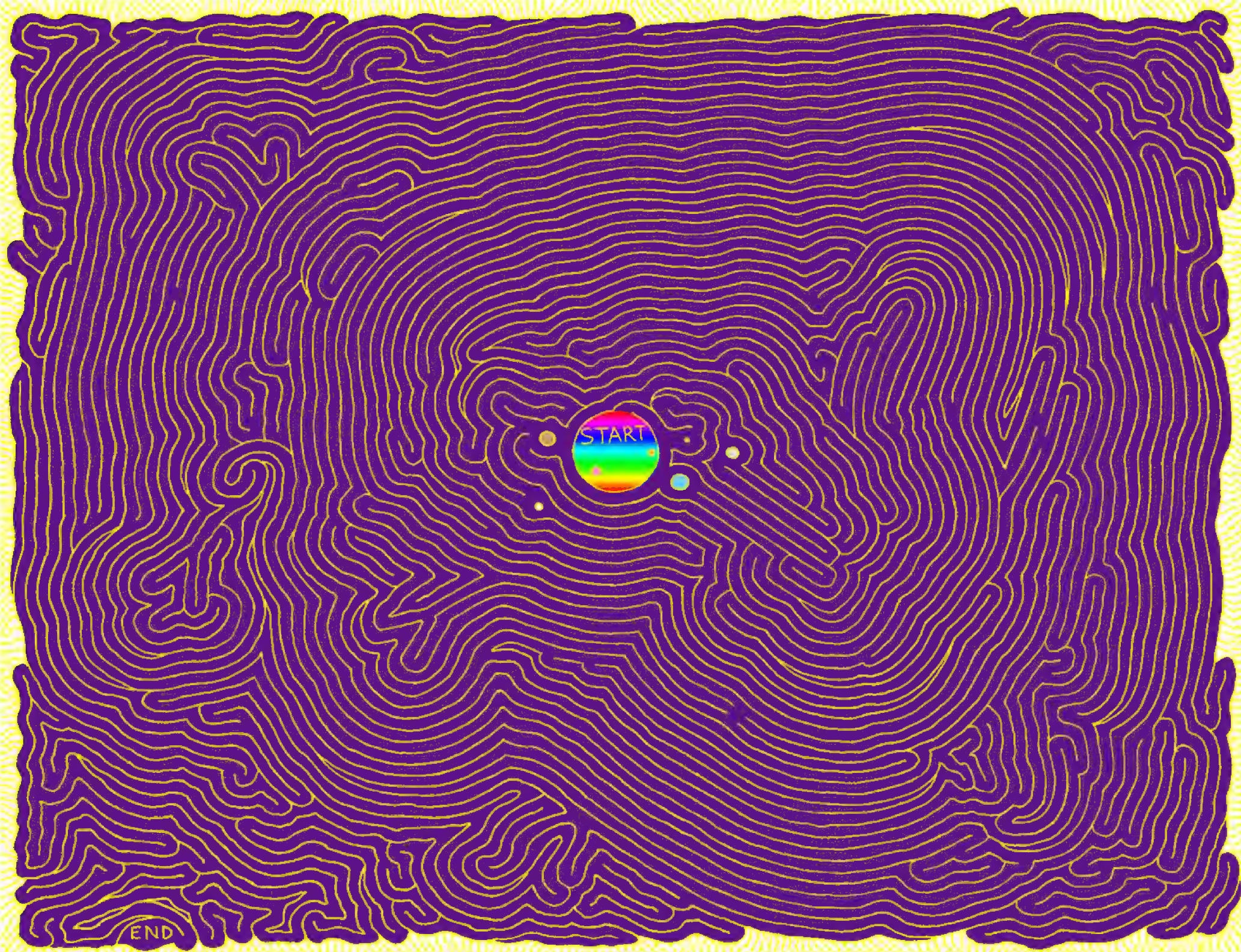


# Maze #4

“The Moons of Jupiter”

This Impossible Maze will send  
you into orbit—repeatedly.







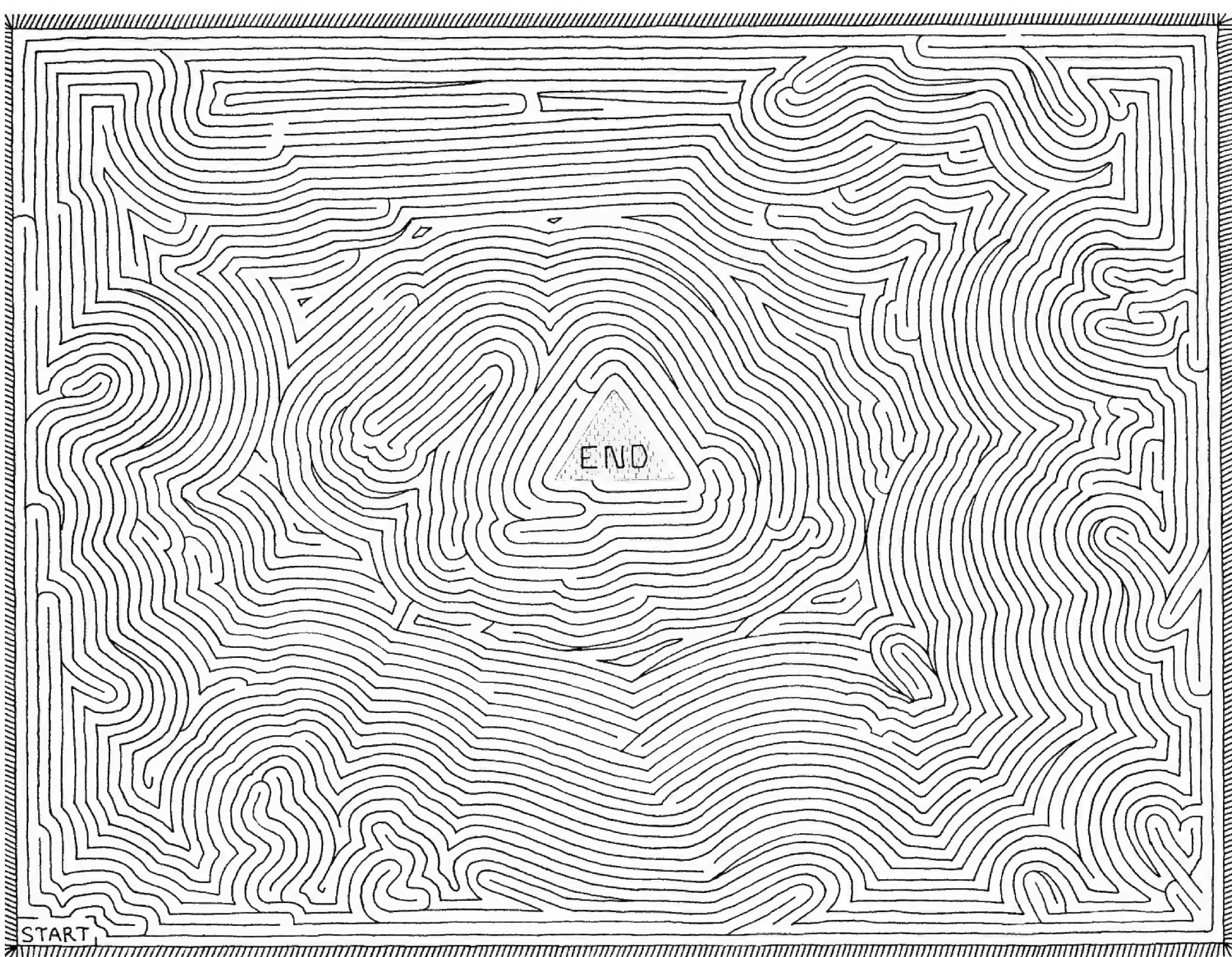


## Maze #5

### **“The Pharaoh's Curse”**

This Impossible Maze has thwarted tomb robbers for centuries—and always will. (This is a so-called closed maze; therefore no solution page is provided.)





START

END





END

START





# Bonus Maze

## “The Bomb”

As this Impossible Maze well illustrates, you can escape the Bomb by relying on common sense.

(No solution page is provided for this maze, though it can be solved. You might want to make your own for it.)







